

WHAT IS CLAIMED IS:

1 1. A process for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said process including the steps of:

6 interfacing said communication facility to provide voice signals for cueing callers
7 and receiving responsive digital data in accordance with a select format;

8 storing data to identify callers and indicate caller scores;

9 storing a plurality of batches of questions for use in said formats;

10 selecting a question from a specific batch of questions to cue a caller;

11 cueing a caller with said question; and

12 testing the response of a caller to a selected question and scoring the response
13 accordingly in the caller's score.

1 2. A process according to claim 1 further including a step of testing a selected
2 question prior to cueing said caller.

1 3. A process according to claim 2 further including a step of recording questions
2 previously used to cue callers and wherein said step of testing tests previously used questions to
3 cue callers against a selected question.

1 4. A process according to claim 1 further including a step of assigning data cells to
2 callers to record identification and score data.

1 5. A process according to claim 1 wherein said step of testing a response comprises
2 testing data represented by number identification signals provided automatically by said
3 communication facility to indicate called or calling numbers.

1 6. A process for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said process including the steps of:
6 interfacing said communication facility to provide voice signals for cueing callers
7 and receiving responsive digital data in accordance with a select format;
8 storing data to identify callers and indicate caller scores;
9 cueing a caller and processing the caller's response with reference to time to
10 establish a score value based on time and responsive answer data; and
11 reflecting score values in the data stored to indicate caller scores.

1 7. A process according to claim 6 further including a step of cueing a caller to
2 determine a value at risk and also establishing said score value on said value at risk.

1 8. A process according to claim 6 further including a step of abstracting and
2 registering said score values.

1 9. A process according to claim 8 further including the step of reporting score values
2 to a caller as abstracted and registered.

1 10. A process according to claim 6 further including a step of assigning a data cell to
2 a caller to receive a plurality of caller scores.

1 11. A process according to claim 10 wherein said step of assigning a data cell further
2 includes receiving data represented by number identification signals provided automatically by
3 said communication facility to indicate called or calling numbers.

1 12. A process for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said process including the steps of:

6 interfacing said communication facility to provide voice signals for cueing callers
7 and receiving responsive digital data in accordance with a select format;

8 storing data to identify callers and indicate caller scores;

9 cueing a caller and processing the caller's response to establish a value at risk for
10 the caller; and

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11 testing the response of a caller to a selected question and scoring the response
12 accordingly in the caller's score reflecting the established value at risk.

1 13. A process according to claim 12 wherein said step of storing data includes storing
2 data represented by number identification signals provided automatically by said communication
3 facility to indicate called or calling numbers.

1 14. A process according to claim 12 further including a step of assigning data cells to
2 callers to record identification and score data.

1 15. A process according to claim 12 further including a step of assigning a data cell to
2 a caller to receive a plurality of caller scores.

1 16. A process for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said process including the steps of:

6 receiving associated telephone number signals upon the instance of a call from
7 one of said remote terminal apparatus;

8 testing said associated telephone number signals with respect to stored data to
9 determine the acceptability of said call from said one of said remote terminal apparatus as
10 indicated by an acceptability signal;

11 accepting said call from said one of said remote terminal apparatus conditioned on
said acceptability signal; and
13 interfacing said communication facility to provide voice signals for cueing callers
14 and receiving responsive digital data in accordance with a select format to accepted calls.

21 21. A process according to claim 16 wherein said step of receiving associated
2 telephone number signals includes receiving data represented by number identification signals
3 provided automatically by said communication facility to indicate called or calling numbers.

1 31. A process according to claim 16 wherein said step of testing is accomplished prior
2 to accepting said call whereby audio communication is not established for calls that are not
3 accepted.

1 19. A process for statistical analysis of data for use with a communication facility
2 including remote terminal apparatus for individual callers, wherein said remote terminal
3 apparatus may comprise a conventional telephone instrument including voice communication
4 means and digital input means in the form of an array of alphabetic numeric buttons for
5 providing identification and statistical data, said process including the steps of:
6 interfacing said communication facility to provide voice signals and receive
7 digital identification of identification data developed by said terminal apparatus under
8 control of said caller;
9 generating voice signals and supplying said voice signals to actuate said terminal
10 apparatus, as to provide vocal operating instructions to a caller;

11 providing sequence signals representative of sequence data indicating the
12 sequence of a call with reference to the calls from other callers;
13 designating callers based on a computer generated number;
14 initiating files and storing data from qualified callers including,
15 (1) designation data as indicated by said designation data, and
16 (2) identification data as indicated by said identification signals;
17 providing external data signals distinct from said designation data provided to
18 callers; and
19 comparing said designation data provided by callers and analyzing said
20 designation data with said external data in combination to isolate a select subset of said
21 callers.

1 20. A process according to claim 19 wherein said external data signals comprise
2 random value signals.

1 21. A process according to claim 19 wherein said comparing further includes
2 interrelated processing as between said designation data.

1 22. A process according to claim 19 wherein said identification data includes data
2 represented by number identification signals provided automatically by said communication
3 facility to indicate called or calling numbers.

1 23. A process for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said process including the steps of:
6 interfacing said communication facility to provide voice signals for cueing callers
7 and receiving responsive digital data in accordance with a select format;
8 storing data to identify callers and indicate caller scores;
9 cueing a caller and processing the caller's response with reference to defining an
10 initial subset; and
11 further cueing a caller and reflecting score values in the data stored to indicate
12 caller scores.

1 24. A process according to claim 23 wherein said further cueing and reflecting
2 defines a subsequent subset.

1 25. A system for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said system comprising:
6 means for interfacing said communication facility to provide voice signals for
7 cueing callers and receiving responsive digital data in accordance with a select format;

8 means for storing data to identify callers and indicate caller scores;
9 means for storing a plurality of batches of questions for use in said formats;
10 means for selecting a question from a specific batch of questions to cue a caller;
11 means for cueing a caller with said question; and
12 means for testing the response of a caller to a selected question and scoring the
13 response accordingly in the caller's score.

1 26. A system according to claim 25 wherein said means for storing data includes
2 means for receiving and storing data represented by number identification signals provided
3 automatically by said communication facility to indicate called or calling numbers.

4 27. A system for executing game formats in association with a communication
5 facility including remote terminal apparatus for individual playing callers, wherein said remote
6 terminal apparatus may include a conventional telephone instrument with voice communication
7 means and digital input means in the form of an array of alphabetic, numeric buttons for
8 providing data, said system comprising:

9 means for interfacing said communication facility to provide voice signals for
10 cueing callers and receiving responsive digital data in accordance with a select format;
11 means for storing data to identify callers and indicate caller scores;
12 means for cueing a caller and processing the caller's response with reference to
13 time to establish a score value based on time and responsive answer data; and
14 means for reflecting score values in the data stored to indicate caller scores.

1 28. A system according to claim 27 wherein said means for storing data includes
2 means for receiving and storing data represented by number identification signals provided
3 automatically by said communication facility to indicate called or calling numbers.

1 ~~29.~~ A system for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said system comprising:

6 means for interfacing said communication facility to provide voice signals for
7 cueing callers and receiving responsive digital data in accordance with a select format;

8 means for storing data to identify callers and indicate caller scores;

9 means for cueing a caller and processing a caller's response to store a value at risk
10 for the caller; and

11 means for testing the response of a caller to a selected question and scoring the
12 response accordingly in the caller's score reflecting the established value at risk.

1 30. A system for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said system comprising:

6 means for receiving associated telephone number signals upon the instance of a
7 call from one of said remote terminal apparatus;
8 means for testing said associated telephone number signals with respect to stored
9 data to determine the acceptability of said call from said one of said remote terminal
10 apparatus as indicated by an acceptability signal;
11 means for accepting said call from said one of said remote terminal apparatus
12 conditioned on said acceptability signal; and
13 means for interfacing said communication facility to provide voice signals for cueing
14 callers and receiving responsive digital data in accordance with a select format to
15 accepted calls.